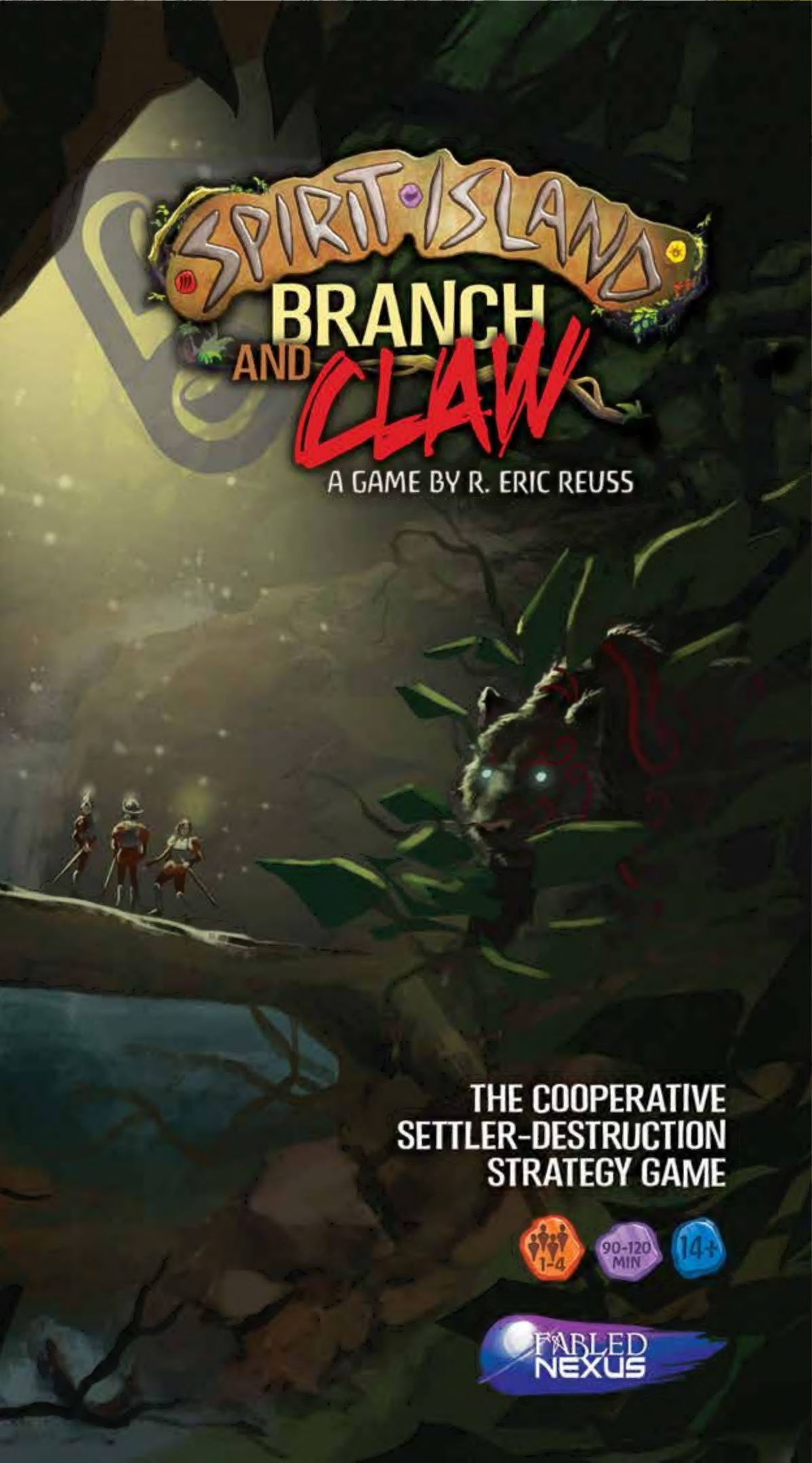

SPIRIT ISLAND
BRANCH AND CLAW
A GAME BY R. ERIC REUSS
THE COOPERATIVE SETTLER-DESTRUCTION STRATEGY GAME
1-4
90-120 MIN
14+
FABLED NEXUS

TABLE OF CONTENTS

Introduction 3
Components 4
Branch & Claw 6
Setup Changes 7
Event Cards 8
Choice Events 9
Tokens 10
Rules Updates 14
Invader Actions 14
Blight 15
Spirits 15
Power Cards 16
Health and Damage 16
Solo Play 17
Thematic Map 17
Adversary 18
Difficulty Chart 20
Reference 22
Glossary/Index 22
Credits 23

The Invaders keep pushing forward. Individually, they are fragile and easily terrified. As a whole, they are relentless, implacable, and increasingly unpredictable.

How many ways can we resist them? All of our power thus far has failed to turn them back. We must grow, change, choose new paths - embrace the metamorphosis of life, because if we stay as we are, we will die, and the Island with us.

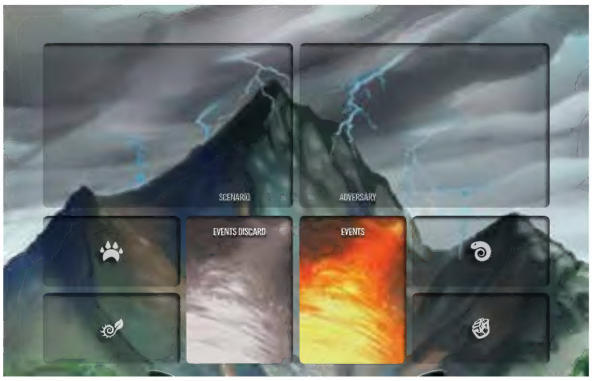
So let us scream disease into the wind and blossom razors across the Invaders' path. Let us call forth the predators of the Island, who have every bit as much to lose as we do. Let us turn the Invaders against each other, and buy enough time for the Dahan to rally and strike; already they begin to organize.

Let us desperately hope that not too many Dahan take the Invaders' side. We would not survive a Third Reckoning.

Our dreams promise that victory is attainable, if we can find a clear path through this tangled jungle of possibilities. We will trust they do not lie, and fight on.

COMPONENTS

INVADER BOARD EXTENSION



20 SCENARIO MARKERS
(8 NUMBERED, 12 BLANK)

BEASTS/WILDS/DISEASE/STRIFE TOKENS (22 OF EACH)

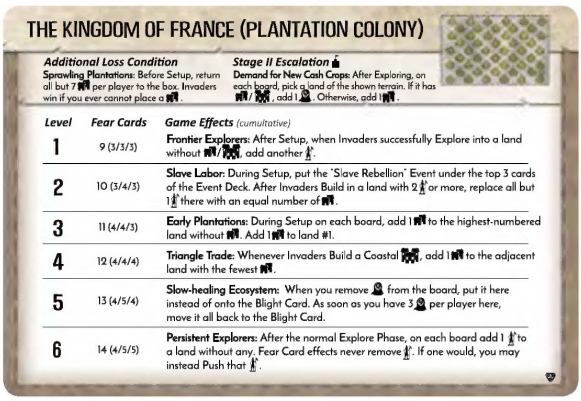
2 SPIRIT PANELS

2 ADVERSARY TILES

1 ADVERSARY-SPECIFIC EVENT CARD

SLAVE REBELLION
(Adversary Event - include only if specified)
STAGES I + II
SMALL UPRISING
On Each Board: Add to 1 . After finishing this Event Card, draw another one, then return this card to the Event Deck as per Setup.
STAGE III
REBELLION!
On Each Board: Destroy 1 . Add to any 2 / . Then, every Invader takes 1 Damage per it has. After finishing this Event card, draw another one. This card is discarded.
AID THE UPRISING: Invaders with take 1 Damage per present. Add 1 per / this destroys.

1 ADVERSARY PANEL


THE KINGDOM OF FRANCE (PLANTATION COLONY)
Additional Loss Condition
Sprawling Plantations: Before Setup, return all but 7 per player to the box. Invaders win if you ever cannot place a .
Stage II Escalation
Demand for New Cash Crops: After Exploring, on each board, pick a land of the shown terrain. If it has / , add 1 . Otherwise, add 1 .
Level | Fear Cards | Game Effects (cumulative)
1 | 9 (3/3/3) | Frontier Explorers: After Setup, when Invaders successfully Explore into a land without / , add another .
2 | 10 (3/4/3) | Slave Labor: During Setup, put the "Slave Rebellion" Event under the top 3 cards of the Event Deck. After Invaders Build in a land with 2 or more, replace all but 1 there with an equal number of .
3 | 11 (4/4/3) | Early Plantations: During Setup on each board, add 1 to the highest-numbered land without . Add 1 to land #1.
4 | 12 (4/4/4) | Triangle Trade: Whenever Invaders Build a Coastal , add 1 to the adjacent land with the fewest .
5 | 13 (4/5/4) | Slow-healing Ecosystem: When you remove from the board, put it here instead of onto the Blight Card. As soon as you have 3 per player here, move it all back to the Blight Card.
6 | 14 (4/5/5) | Persistent Explorers: After the normal Explore Phase, on each board add 1 to a land without any. Fear Card effects never remove . If one would, you may instead Push that .

4 PLAYER AID CARDS

SPIRIT ISLAND
TOKENS
Beasts: Harms Invaders as specified by Powers and Event Cards.
Wilds: The next time Invaders would Explore here, they don't. Instead, remove 1 .
Disease: The next time Invaders would Build here, they don't. Instead, remove 1 .
Strife: The next time the Invader with Strife does Damage to and/or the land, it does 0 Damage. Then, remove 1 from it.

4 SCENARIO PANELS

SCENARIO
WARD THE SHORES
The Dahan learn that these Invaders are merely one of many groups, any of whom might want to colonize the Island. You decide to set up magical wardings along the shorelines - once they're complete, you'll be able to deal with the current crop of Invaders and keep any others from finding you.
THIS SCENARIO IS NOTABLY EASIER...
• for Spirits strong along the coastline (e.g., Ocean's Hungry Grasp)
THIS SCENARIO IS NOTABLY HARDER...
• against higher-level Brandenburg-Prussia, which brings Invader Stage III much faster.

31 MINOR POWER CARDS

21 MAJOR POWER CARDS

25 EVENT CARDS

8 UNIQUE POWER CARDS
(4 PER SPIRIT)

7 BLIGHT CARDS

BLIGHTED ISLAND
BACK AGAINST THE WALL
Every Spirit Phase each Spirit gains
+1 Energy and +1 Card Play.
2 per player
Any removed from
the board returns here.
If there is ever NO here,
players lose.

15 FEAR CARDS

BRANCH & CLAW

Before adding this expansion to the base game of Spirit Island, make sure you've played Spirit Island at least a few times. The contents of this expansion add a ton of variety, thematic elements, and new ways to fight and frighten the Invaders, but it is truly not the best way to learn the game, as the new effects are more complicated.

Expansion materials are marked with 🦁 in one of the corners, for ease of removing them if you want to play the core game only.

Most expansion materials are simply added to the equivalent base-game materials.

- Minor and Major Powers, Blight Cards, and Fear Cards are all mixed in with other cards of that type.
- Spirits, Adversaries, and Scenarios are added to the available options from which to pick. Several of the new Scenarios use the Scenario Markers.

This expansion also introduces an Event Deck, which is used during the Invader Phase *(see page 8)*, and four tokens representing hazards that can thwart the Invaders: Beasts, Wilds, Disease, and Strife. *(See page 10.)*

INVADER BOARD EXTENSION

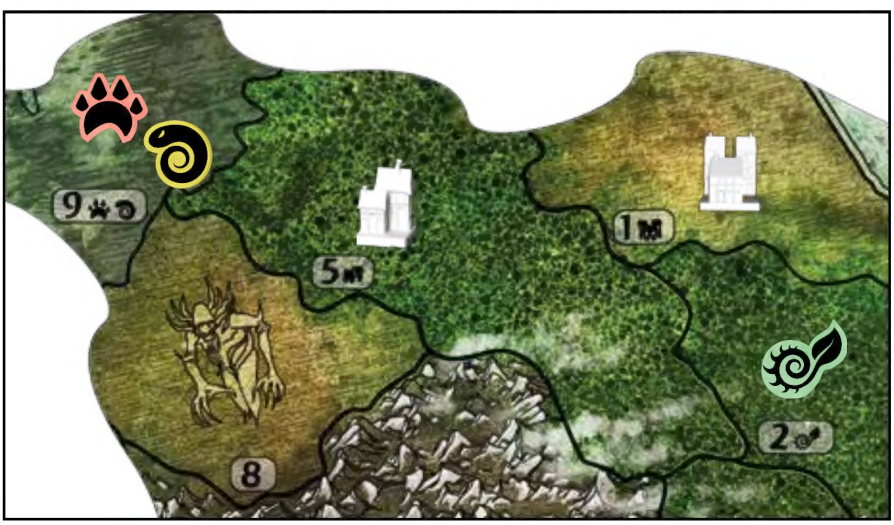
INVADER BOARD

SETUP CHANGES

- Add the extension to the Invader Board.
- Put the Beasts, Wilds, Disease, and Strife tokens in the corresponding areas on the Invader Board extension.
- Shuffle the Event Deck and put it on the Events space on the Invader Board extension. Playing with a Blight Card is now required rather than optional. (The Event deck depends on using one.)
- During Setup, put one and one on each Island board. The goes in the lowest-numbered land with no printed Setup icons; the goes in land #2 (with the City).

STARTING BEASTS/ DISEASE TOKENS

Thematic Boards: Instead of placing a single and on each board, place tokens as indicated by the setup icons in each land.



SHORT ON SPACE?

If your table doesn't have space for the Invader Board extension, put the Event Deck near the Earned Fear stack, so you remember to do it first.

EVENT CARDS

In the Core Game, the Invaders are perfectly predictable, save for what lands they will next be interested in. But in truth, all living things - the Invaders, the Dahan, and Beasts of the wild - sometimes act in unanticipated ways. To represent this, each Invader Phase, after any Blighted Island effect and before resolving any Earned Fear Cards, draw and resolve one Event Card. *(See the back cover for the full turn order.)*

BLIGHTED ISLAND

If you have trouble remembering to apply a Blighted Island effect first, put a Blight from the box atop the Event Deck as a reminder.

Most cards show two possible primary Events *(see examples below)*. Which you perform will depend on either:

1. **The Health of the Island** (Healthy/Blighted, as shown on the Blight Card);
2. **The Terror Level** (I, II, or III); or
3. **The Stage of Invasion** (I, II, or III). The current Stage is shown by the top card of the Invader Deck.
   Exception: If playing against Brandenburg-Prussia Level 2+, treat the early Stage III card as if it were Stage II.

Most Event cards also have:

4. **Token Event:** References Beasts, Diseases, or Strife.
5. **Dahan Event:** If a token or Dahan causes Fear/Damage/destruction, it does so in the land that it's in.

Just like with other effects, when resolving Events:

- Perform as much of the card's instructions as you can, moving from top to bottom and skipping anything inapplicable or impossible.
- Effects which don't change pieces on the board last only until the end of the current turn.

Players make any necessary decisions. When an Event says, "On Each Board: (do this OR that)", you may select differently on each board. You are permitted to read the entire Event Card before making any decisions, but you don't have to if your playgroup would rather think about one thing at a time.

Like other effects, when Events deal Damage unless otherwise specified the Damage is done only to Invaders. Some Events modify Invader Damage, or do Damage to the Dahan *(see Health and Damage on page 16)*. Events are only considered Spirit Effects (for, e.g., Heart of the Wildfire) if the Spirits pay a cost to make something happen (*see Choice Events, below)*.

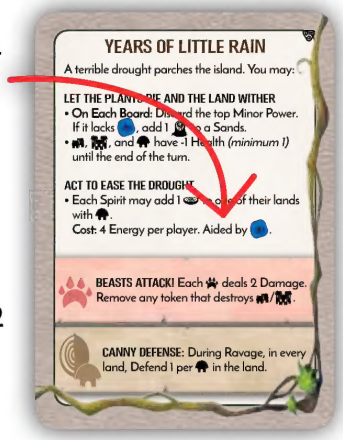
CHOICE EVENTS

As seen below, some cards are Choice Events. These describe a situation and give the Spirits two courses of action to take with differing consequences. Usually, the choice is a joint decision, and players must reach consensus over which path to take. If no consensus can be reached, the first listed option is always the default.

Often, one choice has a cost: usually some amount of Energy per player in the game. The cost is paid jointly however the Spirits like; it does not need to be evenly divided. It could be paid entirely by one player.

If a Cost says it is "Aided by a particular Element" it means that Spirits:

- May Forget one or more Power Cards (from hand, play, or discard) with that Element to count +4 Energy towards the Cost per Forgotten card.
- May discard one or more Power Cards (from hand to discard) with that Element to count +2 Energy towards the Cost per discarded card.
- Count +1 Energy towards the Cost for each of that Element they have in play (from Power Cards, Presence Tracks, or other effects).


YEARS OF LITTLE RAIN
A terrible drought parches the island. You may:
LET THE PLANTS DIE AND THE LAND WITHER
• On Each Board: Discard the top Minor Power.
If it lacks , add 1 to a Sands.
• , , and have -1 Health (minimum 1)
until the end of the turn.
ACT TO EASE THE DROUGHT
• Each Spirit may add 1 to one of their lands with .
Cost: 4 Energy per player. Aided by .
BEASTS ATTACK! Each deals 2 Damage.
Remove any token that destroys /.
CANNY DEFENSE: During Ravage, in every land, Defend 1 per in the land.

A Power Card may only be used for one of these bonuses. If you discard a Power Card, you cannot also Forget it. Also, a Power Card Forgotten from play no longer provides any Elements. The "aided by" Energy is only for the purposes of paying the Cost - you cannot get real Energy out of it!

MEANINGLESS CHOICES

If you are playing with the Scenario "Blitz", the Choice Event "Outpaced" is guaranteed to be irrelevant, as there is no Slow Phase. If this happens - or if future Adversaries / Scenarios make a particular Event irrelevant or senseless - discard that Event Card and draw a replacement.

TOKENS

New Powers and Spirits use four types of tokens to represent perils and hazards which hinder the Invaders. Beasts, Wilds, and Disease tokens are added to lands; Strife is added to specific Invaders. There is no limit to how many tokens can be in a land, nor to how many Strife tokens can be on an Invader.

BEASTS: Harms Invaders and generates Fear as specified by Powers and Event Cards.

WILDS: Prevents the next Explore and is then removed.

DISEASE: Prevents the next Build and is then removed.

STRIFE: Blocks a specific Invader's Damage the next time they Damage Dahan and/or the land, and is then removed.

BEASTS

Beasts tokens represent any sort of wild Beasts that are numerous, dangerous, or aggressive enough to be a problem for the Invaders. (The Dahan know how to avoid them or drive them off well enough to prevent substantial casualties.) They are unpredictable allies, and are much more likely to pick off Explorers than to attack Towns or Cities.

Beasts tokens do not have an intrinsic effect. Many Powers which add 🐾 have a second effect which only works on lands with 🐾, and roughly half of the Event Cards have Token Events for Beasts.

WILDS

Wilds tokens represent lands that are perilous to explore - plants which look edible but are actually toxic, difficulty finding fresh water, especially dangerous paths, etc. However, once a given danger is discovered and noted (there are always a few survivors), it is easily avoided by future Explorers.

When Invaders would Explore into a land with 🌿, instead remove one 🌿 from that land.

DISEASE

Disease tokens represent maladies and poor health. They reduce population: sometimes sharply, but more often by keeping growth in check. Disease is dangerous to the Dahan - not as devastating as was the case historically (thanks to their relationships with Spirits of healing and vigor), but some of the Token Events dealing with 🌀 can harm the Dahan.

When Invaders would Build in a land with 🌀, instead remove one 🌀 from that land.

STRIFE

Strife tokens represent internal turmoil and discord within the Invader ranks. In such turbulent and angry situations, fields go untended, farms remain small, and aggression against the Dahan becomes disorganized and ineffectual.

Unlike the other three token types, Strife is added to a specific Invader rather than the land as a whole. When you add a Strife in a particular land, you choose which Invader it's added to and place the Strife token beneath that Invader piece. (If there are no Invaders, you cannot add Strife.)

Whenever Invaders Damage the Dahan and/or the land, each attacking Invader with any number of ✊ deals exactly 0 Damage and removes one ✊. Using the ✊ is required; you cannot save it for later, even if the Invader is already doing 0 damage due to, e.g., Defend. If the Invader is Damaging multiple things simultaneously (as during Ravage), the ✊ affects all of them. If Invaders damage other Invaders, Strife has no effect and is not removed.

Reminder: Even if Damage is reduced to 0 (by Defend and/or Strife), the Dahan still fight back! Only if something cancels or skips the Ravage Action entirely do they remain complacent.

If an Invader with Strife moves, the Strife moves with it. If it is removed or destroyed, return the Strife token to the supply. If it is replaced with another Invader, the Strife stays; but if it is replaced with something else - such as a Beasts token or Dahan - the Strife goes away.

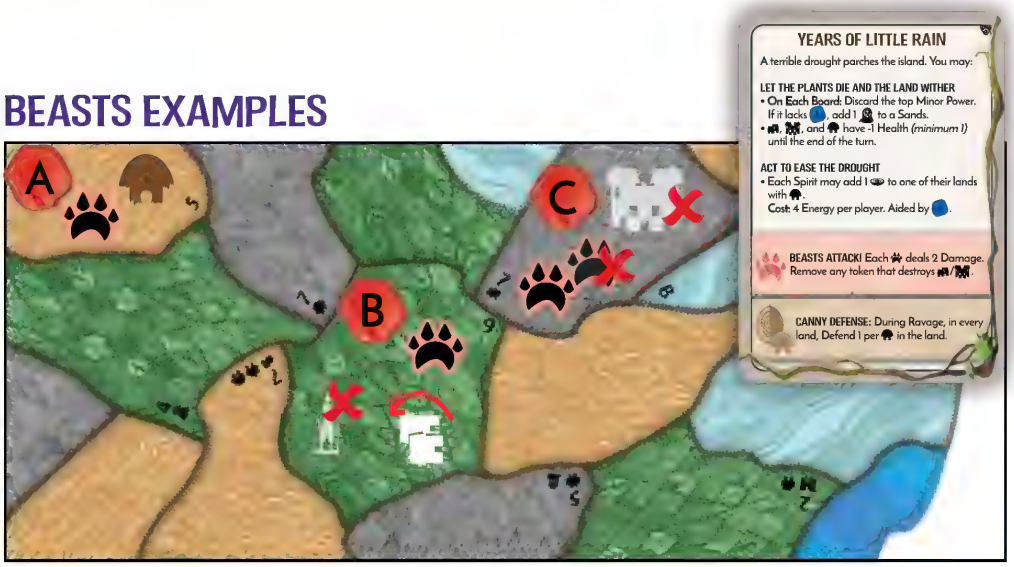
(See next pages for examples of tokens in use.)

STRIFE TIMING

Strife applies after all other modifiers to an individual Invader's Damage. However, effects which change the total Damage done in a land (e.g., Defend, and some Events) apply later, after you've added up Damage from each individual Invader.

Strife is removed when the Damage it affects is dealt - so during Ravage, it is removed at the same time as Dahan casualties, before the Dahan counterattack. This may be relevant if a "-1 Health per ✊" Fear Card has been drawn.

BEASTS EXAMPLES


A
B
C
YEARS OF LITTLE RAIN
A terrible drought parches the island. You may:
LET THE PLANTS DIE AND THE LAND WITHER
• On Each Board: Discard the top Minor Power. If it lacks , add 1 to a Sands.
• , , and have -1 Health (minimum 1) until the end of the turn.
ACT TO EASE THE DROUGHT
• Each Spirit may add 1 to one of their lands with
Cost: 4 Energy per player. Aided by .
BEASTS ATTACK! Each deals 2 Damage. Remove any token that destroys / .
CANNY DEFENSE: During Ravage, in every land, Defend 1 per in the land.

For these examples, you have drawn an Event Card with "Beasts Attack!". During this event, each deals 2 Damage. Remove any token that destroys a Town or City.

A) This is a land with 1 and 1 Dahan. This land has no Invaders, so nothing happens here.

B) This is a land with 1 . It has an Explorer and a Town, so it destroys the Explorer and deals 1 Damage to the Town. The could instead destroy the Town and then be removed.

C) This is a land with 2 . The only Invader is a City, so both deal 2 Damage to the City. The that dealt the 3rd point of Damage is removed.

DISEASE EXAMPLES

For these examples, the Build Action takes place in Mountains. When Invaders would Build in a land with , instead remove one from that land.

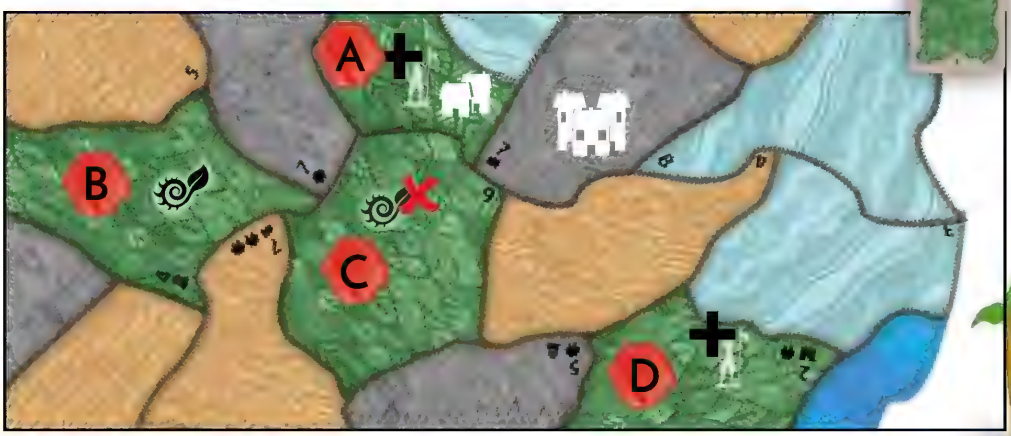
A) This is a land without . It has more Towns than Cities, so a City is Built here.

B) This is a land with 2 . Invaders in this land do not Build; instead remove 1 .

C) This is a land with 1 . Invaders in this land do not Build; instead remove 1 .

D) This is a land has 1 . This land has no Invaders, so no Build happens here. The stays.

WILDS EXAMPLES



For these examples, the Explore Action takes place in Jungles. When Invaders would Explore into a land with , instead remove one from that land.

A) This is a land without . This land includes a Town or City already, so an Explorer is added here.

B) This is a land with 1 . This land does not have and is not adjacent to a source of Invaders, so no Explore happens here. The stays.

C) This is a land with 1 . It is adjacent to a land with a Town or City, so normally the Invaders would Explore here. Instead remove 1 .

D) This is a land without . It is Coastal, so an Explorer is added here.

STRIFE EXAMPLE

Wetlands about to Ravage.

Step 1

Step 2

For this example, the Ravage Action takes place in Wetlands. Each attacking Invader with any number of deals exactly 0 damage and removes one .

This Wetland has 2 Dahan, 1 City (with 1 Strife), and 1 Explorer in it. The Invaders deal a total of 1 Damage (0 from the City and 1 from the Explorer) to the land and to the Dahan.

(Step 1) 1 Damage to the land is not enough to add Blight. 1 Damage is dealt to one of the Dahan. Remove the Strife token from the City.

(Step 2) Now it's the Dahan's turn to fight back. They deal 4 Damage, destroying the Explorer and the City.

INVADER ACTIONS

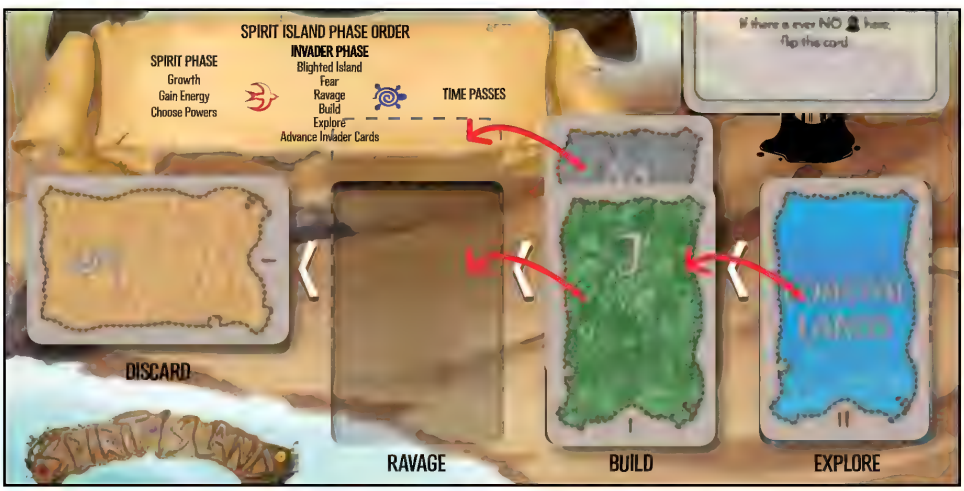
MULTIPLE/MISSING INVADER CARDS

Some Fear and Event Cards may change the usual orderly progression of Invader Cards along the Invader Action Track, causing there to be multiple - or zero - cards on an Action Space.

If there are no cards on an Action Space, you don't perform it, just like the first turn of the game when you do not Ravage.

If there is more than one card on an Action Space, you perform that Action multiple times: once for each card there. If order is important (e.g., with multiple Builds against England Level 2), the card which got there first - the one on the bottom - goes first. If there is more than one card for Explore, reveal and fully resolve one Explore Card (including any) before revealing the next.

When Advancing Invader Cards, all the cards on an Action Space move together *(see below)*. So if you have two cards on the Build space this Turn, you'll have two Ravages next Turn.



"NORMAL" ACTIONS VS. "EXTRA" ACTIONS

Some Fear and Event Cards refer to a "normal" Invader Action - for instance, "Skip the normal Build". "Normal" just means "the Actions caused by Invader Cards in the normal 3 Invader Action Spaces", even if there are multiple Invader Cards in an Action Space.

By contrast, Invader Actions taken due to any other game mechanism (Event Cards, Fear effects, Spirit Powers, Adversary or Scenario rules changes, etc) are "extra" Invader Actions.

INVADERS DOING DAMAGE MULTIPLE TIMES IN SAME LAND

The possibility for multiple Ravages means Invaders could deal Damage in a land multiple times on a single turn. Important things to note:

- Defend Powers apply each time the Invaders do Damage in a land.
- Each time the land itself is Damaged is separate - it does not accumulate Damage until end of turn the way Invaders and Dahan do. Only add a Blight when a single instance of Damage is enough to cause Blight.
- Similarly, Blight can be added to a land multiple times in a turn! Check each time it takes Damage.

BLIGHT

Two Power Cards in this expansion can move Blight from one land to another. Moving Blight does not destroy Presence or trigger Blight cascade.

SPIRITS

"PICK TWO" GROWTH

Spirits with "Growth (Pick Two)" may choose any two options, in either order. However, they cannot choose the same option twice in a single turn.

GROWTH THAT COSTS ENERGY

Both Spirits in this expansion have a Growth option that costs Energy to pick. If the Spirit does not have the required amount of Energy, they can't choose that option. (Since both Spirits get 2 Growth choices, though, they could use the first Growth choice to gain Energy to help pay for the second one.)

RULES UPDATES

POWER CARDS

If you play an additional Slow Power Card during the Fast Power Phase, you still have to wait until the Slow Power Phase to use it.

DISCARDING POWERS AS A RANDOMIZER

Several Choice Events use Powers as a randomizer: you put the top Power from the appropriate deck straight into the discard pile (shuffling the discard first if necessary), then check some attribute of that card (its Energy cost, whether it grants a particular Element, or whether it is Fast/Slow - ignoring any Elemental Thresholds which might speed it up).

If you discard Elemental Boon (which may or may not grant each Element), you may choose whether it has the Element in question.

HEALTH AND DAMAGE

DAMAGING THE DAHAN

When Spirit Powers Damage the Dahan, you may choose how that Damage is allocated, just like when you Damage Invaders. When Events or Invaders Damage the Dahan, you must destroy Dahan as efficiently as possible. You cannot choose to hurt an undamaged Dahan to spare a wounded one.

HEALTH CHANGES

Some effects increase or decrease the Health of Invaders or Dahan. These effects never reduce a piece's Health below 1. If an Invader or Dahan has already taken Damage equal to or greater than their new Health, it is immediately destroyed.

GAME-WIDE HEALTH

Some Fear Cards say "For the rest of this turn, Invaders have -1 Health per ✊". This is a general rule that applies across the game for that turn. Whenever an Invader gains or loses ✊, they acquire/lose the -1 Health penalty along with it.

Similarly, if the Event "Tight-Knit Communities" has granted all 🏘/🏙 +1 Health for the turn, a Town that is replaced with an Explorer will lose its Health bonus.

DAMAGE CHANGES

If there are Damage modifiers to both individual Invaders (eg, "Each 🏘 does +1 Damage") and to Invaders as a whole (eg, Defend), apply the individual modifiers first, then the land-wide modifiers.

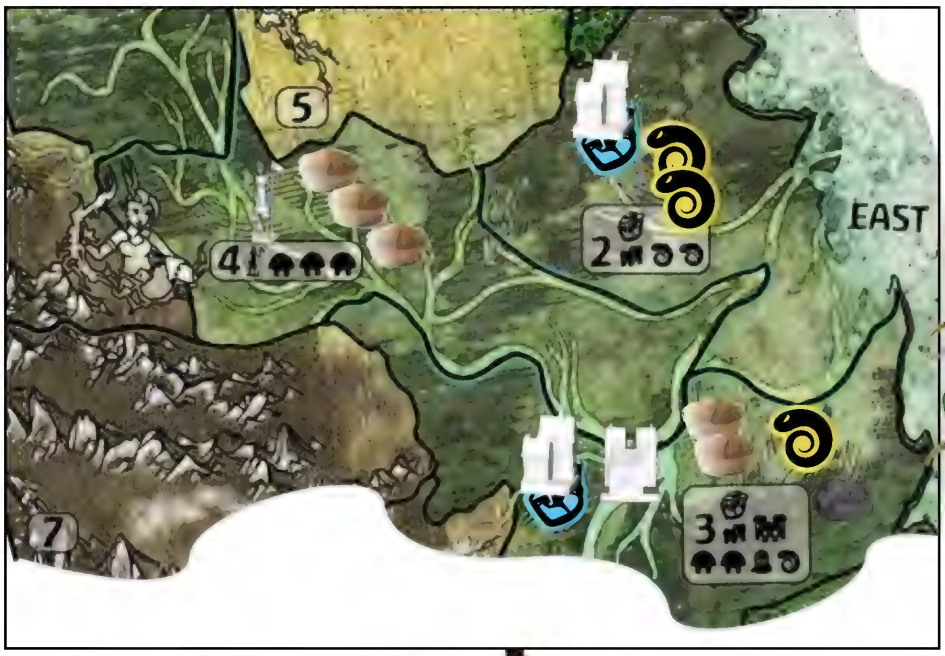
SOLO PLAY

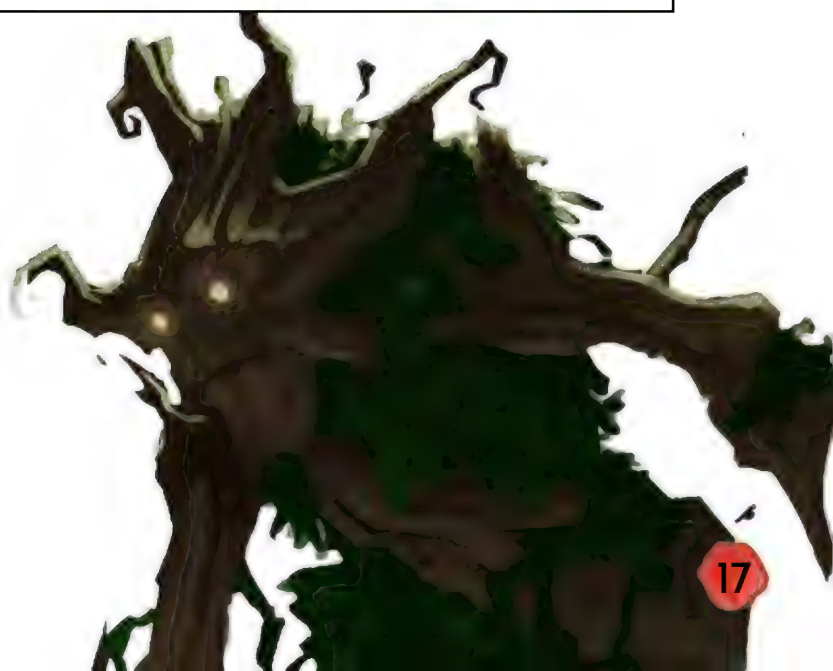
Blight Cards which have only 2 Blight per player on the Blighted Island side can be especially nasty when playing solo. If you get one of them in a single-player game, you may choose to draw a random replacement from among the unused Blight Cards.

THEMATIC MAP

When setting up a game with the thematic side of the Island Boards, add Beasts, Wilds, Disease and Strife tokens as indicated by the Setup icons in each land. Strife icons are shown above the Invader piece they are affecting.

Playing on the thematic map with this expansion increases the Difficulty by 1 (instead of increasing Difficulty by 3, without this expansion).





ADVERSARY

THE KINGDOM OF FRANCE (PLANTATION COLONY): KING LOUIS XIV

King Louis XIV, the longest ruling monarch in Europe, rules France with an iron fist but requires a constant stream of revenue to finance his wars on the continent. Recently involved in a war against Sweden and the Holy Roman Empire to place his grandson Philip on the Spanish throne, Louis relies on the strength of the French Army to hold together a tenuous alliance with Spain and Scotland against the Swedish, Habsburg, and Prussian Kingdoms.

Prevented from raising money from the aristocracy, and with a peasant population already suffering under some of the highest tax rates in Europe, he has begun setting up plantation colonies and extracting the resources of distant lands for the benefit of the Kingdom of France.

Many European powers had plantation colonies worked by imported slaves. This Adversary combines the dynamics of rapid plantation (Town) development and 18th century French frontier exploration.

THE KINGDOM OF FRANCE (PLANTATION COLONY)

Additional Loss Condition
Sprawling Plantations: Before Setup, return all but 7 per player to the box. Invaders win if you ever cannot place a .

Stage II Escalation
Demand for New Cash Crops: After Exploring, on each board, pick a land of the shown terrain. If it has / , add 1 . Otherwise, add 1 .

Level	*Fear Cards*	*Game Effects* *(cumultative)*
1	9 (3/3/3)	**Frontier Explorers:** After Setup, when Invaders successfully Explore into a land without / , add another .
2	10 (3/4/3)	**Slave Labor:** During Setup, put the "Slave Rebellion" Event under the top 3 cards of the Event Deck. After Invaders Build in a land with 2 or more, replace all but 1 there with an equal number of .
3	11 (4/4/3)	**Early Plantations:** During Setup on each board, add 1 to the highest-numbered land without . Add 1 to land #1.
4	12 (4/4/4)	**Triangle Trade:** Whenever Invaders Build a Coastal , add 1 to the adjacent land with the fewest .
5	13 (4/5/4)	**Slow-healing Ecosystem:** When you remove from the board, put it here instead of onto the Blight Card. As soon as you have 3 per player here, move it all back to the Blight Card.
6	14 (4/5/5)	**Persistent Explorers:** After the normal Explore Phase, on each board add 1 to a land without any. Fear Card effects never remove . If one would, you may instead Push that .

It includes a special Event Card - "Slave Rebellion" - which is only used when called for by the Adversary.

SLAVE REBELLION
(Adversary Event - include only if specified)
STAGES I + II
SMALL UPRISING
On Each Board: Add to 1 . After finishing this Event Card, draw another one, then return this card to the Event Deck as per Setup.
STAGE III
REBELLION!
On Each Board: Destroy 1 . Add to any 2 . Then, every Invader takes 1 Damage per it has. After finishing this Event card, draw another one. This card is discarded.
ADD THE UPRISING! Invaders with take Damage per present. Add 1 per this destroys.

This Adversary is **notably easier** for Spirits which are good at destroying Towns (e.g., Lightning's Swift Strike).

This Adversary is **notably harder** for Spirits which have difficulty destroying buildings (e.g, Bringer of Dreams and Nightmares), due to the additional loss condition.

THEMATIC REBELLION

The predictability of the "Slave Rebellion" Event makes for a more balanced game. If you prefer a more thematic uncertainty, shuffle the Slave Rebellion Card into the top two cards, then move the bottom two cards of the Event Deck to the top.

DIFFICULTY CHART

	SCENARIOS	THE KINGDOM OF BRANDENBURG-PRUSSIA
DIFFICULTY 0 (NO CHANGE)	BLITZ GUARD THE ISLE'S HEART SECOND WAVE (*)	
DIFFICULTY 1	POWERS LONG FORGOTTEN (**)	BASE LEVEL
DIFFICULTY 2	WARD THE SHORES	LEVEL 1
DIFFICULTY 3	RITUALS OF TERROR RITUALS OF DESTROYING FLAME	
DIFFICULTY 4	DAHAN INSURRECTION	LEVEL 2
DIFFICULTY 5		
DIFFICULTY 6		LEVEL 3
DIFFICULTY 7		LEVEL 4
DIFFICULTY 8		
DIFFICULTY 9		LEVEL 5
DIFFICULTY 10		LEVEL 6

USING THEMATIC MAPS WITH BRANCH AND CLAW ADDS 1 TO THE DIFFICULTY.

Please note that Difficulty level is a rough guide: some Spirits are better/worse against certain Adversaries and Scenarios, and Scenario/Adversary combinations will vary in how much they combo with each other.

(*) +/-1, depending how the prior game went. However, this Scenario also instructs you to increase your Adversary level if you won too decisively.
(**) The competitive treasure-searching in this Scenario makes the game more swingy. On avaerage, it adds about +1 Threat, but can be much harder or easier depending on who finds what.

ADVERSARY & SCENARIO

THE KINGDOM OF ENGLAND	THE KINGDOM OF SWEDEN	THE KINGDOM OF FRANCE
BASE LEVEL	BASE LEVEL	
	LEVEL 1	BASE LEVEL
LEVEL 1	LEVEL 2	LEVEL 1
LEVEL 2		
	LEVEL 3	LEVEL 2
LEVEL 3	LEVEL 4	
LEVEL 4	LEVEL 5	LEVEL 3
	LEVEL 6	LEVEL 4
LEVEL 5		LEVEL 5
LEVEL 6		LEVEL 6

GLOSSARY/INDEX

Aided by (Element): The Energy cost of a Choice Event is reduced by 1 for having this Element, 2 for Discarding a Power Card from hand which grants this Element, or by 4 for Forgetting a Power Card (from hand, play, or discard) which grants this Element. [p. 9]
Beasts (token): Dangerous Beasts. Harms Invaders erratically. [p. 10]
Choice Event: An Event which offers the Spirits a choice of paths. The first choice is the default, if the Spirits cannot agree. [p. 9]
Dahan Event: The portion of an Event Card in which the Dahan act on their own. [p. 8]
Disease (token): Illness and plague. Prevents the next Build Action in its land and is then removed. [p. 10]
Event: An unforeseen development, resolved before Earned Fear cards each Invader Phase. [p. 8]
Extra Action: Invader Actions caused by Adversary effects, Events, Fear, Powers, a Scenario, or anything other than an Invader Card on one of the three Action Spaces on the Invader Board. [p. 15]
Invader Action: One of three bad things the Invaders do: Ravage, Build, or Explore. Usually caused by cards on the Invader Board ("normal Actions"), but can also be caused by Adversary effects, Events, Fear, Powers, etc ("extra Actions"). [p. 14]
Invader Stage: The Stage shown on the top card of the Invader Deck - I, II, or III. If playing against Brandenburg-Prussia Level 2+, treat the early Stage III card as if it were Stage II. [p. 8]
Normal Action: The normal Invader Actions taken each turn due to Invader Cards on one of the three Action Spaces on the Invader Board. Does not include extra Actions from Events, Adversaries, Powers, etc. [p. 15]
Stage: See Invader Stage.
Strife (token): Internal discord. Placed under an individual Invader (in target land), unlike other tokens. When an Invader with Strife deals Damage to Dahan and/or the land, that Damage is blocked, and the Strife is then removed. [p. 11]
Token Event: The portion of an Event Card with an effect centering around Beasts, Disease, or Strife tokens. [p. 8]
Wilds (token): Dangerous wilderness. Prevents the next Explore Action in its land and is then removed. [p. 10]

CREDITS

Game Designer: R. Eric Reuss
Developer: Ted Vessenes
Editor-in-Chief: Christopher Badell
Creative Director: Adam Rebottaro
Managing Art Director: Jennifer Closson
Graphic Design: SaRae Henderson, Darrell Louder
Cover Art: Joshua Wright
Cover Vines: Nolan N Nasser
Figure Design: Jorge Ramos
Editors: Brian Blankstein, Dylan Thurston, Ted Vessenes

PLAYTESTERS

Daniel R. Abraham, Vivian Abraham, Joel Aernouts, Andy Arenson, Bernie Bagin, Ben Barden, Rick Baxter, Geoffrey Benedict, Mark Bigney, Brian Blankstein, Mike "Spiff" Booth, Chris Burton, Galen Garrick Brownsmith, Trey Chambers, Danielle Church, Chris Cieslik, Justin du Coeur, Jesse Cox, Christopher Dade, Nathan Dilday, Nathan Engert, Kathryn Goldenoak, Jeremy Gottesman, Shoshana Gourdin, Bryan Graham, Luke Hagerling, Betsy Helms, David Helms, Tim Hogue, Donner Holten, Prescott Jenner, Paul Kalmar, Robert Kamphaus II, Dave Kapell, Kathryn Kun, Andy Latto, Charles Leiserson Jr., Brian W. Lenz, Russ Luzetski, Andrew Menard, Hung Nguyen, Leanne Opaskar, Mark Opaskar, Alex Pogue, Danielle Reese, Curtis Reubens, Anna Roberts, Uncle Don Ross, Ariel Segall, Cameron T. Seitzman, Randy Smith, Kevin Spak, Brock Stafford, Rick Stefanich, David A. Stern III, Tyler Stewart, Bill Stull, Dylan Thurston, Jared Tinney, Brent Ur, Carolyn VanEseltine, Rebecca Vessenes, Ted Vessenes, Paul Watson, Katarina Whimsy, Sameer Yalamanchi, and countless people who gave feedback at conventions. Many thanks to all of you!

ARTISTS

Jason Behnke, Loic Belliau, Kat G Birmelin, Cari Corene, Lucas Durham, Rocky Hammer, Sydni Kruger, Nolan N Nasser, Jorge Ramos, Moro Rogers, Graham Sternberg, Shane Tyree, Joshua Wright

Spirit Island and the Fabled Nexus logo are property of Greater Than Games, LLC. © 2016 - 2017

For more information about this and other great games, go to www.GreaterThanGames.com. If you have any questions, or require replacement pieces, please email contact@greaterthangames.com.

TOKENS

BEASTS: Harms Invaders and generates Fear as specified by Powers and Event Cards.

WILDS: Prevents the next Explore and is then removed.

DISEASE: Prevents the next Build and is then removed.

STRIFE: Blocks a specific Invader's Damage the next time they Damage Dahan and/or the land, and is then removed.

During Setup, put one Beasts (🐾) and one Disease (🌀) on each Island board. The 🌀 goes in land #2 (with the City); the 🐾 goes in the lowest-numbered land with no printed Setup icons.

NEW TURN ORDER

All play is simultaneous.

Spirit Phase
- Growth
- Gain Energy
- Play and pay for Power Cards

Fast Power Phase (Cards and Innate)

Invader Phase
- Blighted Island Effect
- Event
- Fear Effects
- **Ravage** (Including Strife)
- **Build** (Including Disease)
- **Explore** (Including Wilds)
- Advance Invader Cards

Slow Power Phase (Cards and Innate)

Time Passes
- Played Power Cards go to personal discards.
- Damage and Elements go away.

AIDED BY

If a Cost says it is "Aided by a particular Element" it means that Spirits:
- May Forget one or more Power Cards (from hand, play, or discard) with that Element to count +4 Energy towards the Cost per Forgotten card.
- May Discard one or more Power Cards (from hand to discard) with that Element to count +2 Energy towards the Cost per discarded card.
- Count +1 Energy towards the Cost for each of that Element they have in play (from Power Cards, Presence Tracks, or other effects).

Each Power Card can only be used for one of these (e.g. cannot be both Discarded and Forgotten).

For specific card clarifications,
visit Living FAQ at http://is.gd/sifaq